AMENDMENTS TO THE SPECIFICATION

Please replace the paragraph beginning at page 6, line 14, which starts with "Alternatively, and with reference to FIG. 4" with the following amended paragraph:

Alternatively, and with reference to FIG. 4, the image data pixels may also be logically mapped to a number of alternative three-dimensional color spaces known to those skilled in the art, such as HSL color space 50. HSL color space 8 may be represented as a cone having a central axis 52 representing lightness (L), a radial axis 54 extending out from the central axis 52 representing saturation (S), and an angular component 56 representing the hue (H). The particular shade of color of a pixel, such as pixels 51, is represented as a position on a plane of the cone orthogonal to the lightness axis 52, while the lightness or darkness of a pixel is represented by the location on the lightness axis 52 of the plane. As will be discussed subsequently in further detail, arranging the pixels of the unframed image 22 in a three-dimensional color space is beneficial for automatically generating a visually pleasing frame for the image 22. While the HSL color space is depicted here for simplicity of understanding, the HSL color space is logarithmic with respect to the characteristics of human visual perception, and therefore it should be understood that the preferred color space for the present invention is CIE L*a*b* space which has a linear relationship to human visual perception. Further details about these color spaces, and about the conversion of RGB data to and from these spaces, is well understood by those skilled in the art. See, e.g., "Frequently Asked Questions about Color" by Charles A. Poynton, and "Color Space Conversions" by Adrian Ford and Alan Roberts, both of which are presently available on the world wide web at http://Home.InfoRamp.Net/~poynton/ColorFAQ.html.